Use cases

1)

Use-case:	Win the game
Primary actor:	Player
Goal in context:	To gather regular rewards around the map and arrive at the exit before the time runs out.
Preconditions:	The game is fully loaded. All regular rewards must be collected. The timer does not reach 0. The score never drops below 0. The player is able to play the game.
Trigger:	The player decides to play the game, collects all regular rewards, and reaches the exit in time.
Scenario:	1. The player starts the game by clicking the "Start" button. 2. The game displays the map. 3. The player observes the map. 4. The player controls the main character using their keyboard to collect all regular rewards. 5. The player avoids traps and enemies on the map. 6. The player reaches the exit after collecting all regular rewards. 7. The game displays a "you win" page.
Exceptions:	1. The moving enemy catches the player character — see use case 5: "Encounter a moving enemy" 2. The score becomes negative after the player encounters traps too many times — see use case 6: "Encounter a trap" 3. The timer reaches 0 before the player can collect all the regular rewards and arrive at the exit — game ends
Priority:	Moderate priority
Frequency of use:	Infrequent

2)

Use-case:	Control the main character
Primary actor:	Player
Goal in context:	To be able to move the main character (player character) around the board
Preconditions:	A functional keyboard is connected to the player's device. The player is able to play the game.
Trigger:	The player wants to play the game.
Scenario:	1. The player starts the game by clicking the "Start" button. 2. The game displays the map. 3. The player presses the arrow keys "left", "right", "up" or "down". 4. The main character moves in the inputted direction, one square of the map at a time.
Exceptions:	1. The game is not fully loaded – The game displays the appropriate error message.
Priority:	High priority
Frequency of use:	Frequent

3)

Use-case:	Collect a regular rewards
Primary actor:	Player
Goal in context:	To collect a regular reward, work towards the winning condition, and increase the gamescore.
Preconditions:	The regular reward is loaded in the game. The player is able to play the game.
Trigger:	The player plays the game and moves the player character to a square on the map that contains a regular reward.
Scenario:	1. The player starts the game by clicking the "Start" button.
	2. The game displays the map.
	3. The player observes the map and locates the regular reward.
	4. The player controls the main character to collect the regular reward.
	5. The player avoids traps and enemies on the map.
	6. The player encounters the regular reward.
	7. The game removes the regular reward from the map.
	8. The game increases the score of the player.
Exceptions:	1. The moving enemy catches the player character — see use case 5: "Encounter a moving enemy"
	2. The score becomes negative after the player encounters traps too many times — see use case 6: "Encounter a trap"
	3. The timer reaches 0 — game ends
Priority:	High priority
Frequency of use:	Frequent

4)

Use-case: Collect a bonus reward

Primary actor: Player

Goal in context: To collect a bonus reward and gain extra points

Preconditions: The bonus reward is loaded in the game. The player is able to play the game.

Trigger: The player plays the game and moves the player character to a square on the map that contains a bonus reward.

Scenario:
1. The player starts the game by clicking the "Start" button.
2. The game displays the map.
3. The player observes the map and locates the bonus reward.
4. The player controls the main character to collect the bonus reward.
5. The player avoids traps and enemies on the map.
6. The player encounters the bonus reward before it disappears.
7. The game removes the regular reward from the map.
8. The game increases the score of the player.

Exceptions:
1. The moving enemy catches the player character — see use case 5: "Encounter a moving enemy"
2. The score becomes negative after the player encounters traps too many times — see use case 6: "Encounter a trap"
3. The timer reaches 0 — game ends

Priority: High priority

Frequency of use: Frequent

5)

Use-case:	Encounter a moving enemy
Primary actor:	Player
Goal in context:	To have the player character encounter a moving enemy and lose the game.
Preconditions:	The moving enemy is loaded in the game. The player is able to play the game.
Trigger:	The player wants to play the game and makes a wrong move (accidentally encounters a moving enemy)
Scenario:	1. The player starts the game by clicking the "Start" button. 2. The game displays the map. 3. The player observes the map and controls the main character to collect the rewards. 4. The player fails in avoiding enemies and encounters the moving enemy. 5. The game ends and the player loses.
Exceptions:	1. The score becomes negative after the player encounters too many traps — see use case 6: "Encounter a trap"
Priority:	High priority
Frequency of use:	Frequent

6)

Use-case: Encounter a trap

Primary actor: Player

Goal in context: To have the player character encounter a trap and lose points.

Preconditions: The trap is loaded in the game. The player is able to play the game.

Trigger: The player wants to play the game and makes a wrong move (accidentally encounters a trap)

Scenario:
1. The player starts the game by clicking the "Start" button.
2. The game displays the map.
3. The player observes the map and controls the main character to collect the rewards.
4. The player fails in avoiding traps and the player character walks over one.
5. The player's gamescore decreases.
6. The player keeps encountering the trap and the score drops below 0.
7. The game ends and the player loses.

Exceptions:
1. The moving enemy catches the player's character — see use case 5: "Encounter a moving enemy"
2. The timer runs out — game ends

Priority: High priority

Frequency of use: Frequent